Platerunner

Ali Sonko is the Platerunner. He's the world's greatest dishwasher, but it's inspection time. And that means the restaurant needs to be spotless. There's little time left, so Ali must stack the plates high before it's too late.

Platerunner is an endless runner game using motion controls to balance an ever-growing stack of plates.

Two players, one controller

Two players must use one PlayStation controller together to navigate obstacles.

Between them, the players must use the motion controls to balance a stack of plates. One plate is added to the stack every 10 seconds, becoming increasingly more difficult to keep balanced.

Players continue running until their stack toppled. The distance they ran is used as their final score.

Discussion
- Infinite gameplay
- Two players one controller
- Motion controls
- Pass mechanic
- Increasing size of stack
- Two lanes

This focus for this week's prototype was spectator games. But what makes a game spectatable? And what makes our game spectatable?

Many different kinds of games are watched regularly. From complicated esports like League of Legends to straightforward shooters to simple puzzle games.

We wanted to go down the route of simplicity. A game that is extremely simple and intuitive. A new player should feel like they could watch for five seconds and immediately jump in and play.

That's one aspect of spectate-ability we discussed. If you can watch a game, immediately grasp the goal and the rules, and get excited about the outcomes, that's a spectatable game.

Balancing the plates provides a visible indicator of the game state that's central to the core mechanics.

Two players sharing one controller trying to coordinate the balance of the stack at the same time as navigating the obstacles offers another watchable element. As an unusual and difficult way of playing, this mechanics means that it's also enjoyable to watch the players themselves and they wrestle with the controller and argue about who's doing what movement incorrectly.